Windup

1

On your next two attacks, add +2 Attack ⚔ .

∞ → ○ ▸ ☀**1** ▸
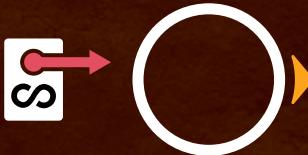
⚔ 2

🡖 2

77

Double the value of your next Move ability.

∞ → ○ ▸

Crushing Weight

1

Attack ⚔ 3 •

Add +2 Attack ⚔ and gain **1** if the target is adjacent to a wall.

⚔ 2

🐾 2

22

Move 🐾 2 •

One adjacent enemy that is adjacent to a wall suffers 2 damage.

083

Knock Out the Support

1

Attack ⚔ 3 •

All heals targeting the target have no effect this round. To signify this, place one of your character tokens on the target.

🍃 🔄

⚔ 2

🐾 2

20

Move 🐾 2 •

. . . .

Destroy one adjacent obstacle. If you do, gain **1** and perform

STRENGTHEN 💪

Self

084

Explode

1

Destroy one adjacent obstacle.
If you do, gain **2** and perform
STUN ✦

Target all enemies adjacent to the destroyed
obstacle.
Each target suffers 2 damage.

❌

⚔ 2

👣 2

28

Move 👣 4 •

🚫 :+2 Move 👣

085

Implode

1

Attack ⚔ 3

⊘ : +1 Attack ⚔ , MUDDLE ◈ , **1**

⚔ 2

88

🦶 2

Move 🦶 3 •

· · · · · · · · · ·

Destroy one obstacle within Range ⤢ 3.

086

Piston Punch

1

Attack ⚔ 2 •

PUSH ⮕ 2 •

🚫 :+1 Attack ⚔ , +1 PUSH ⮕ , **1**

⚔ 2

🏹 2

42

STUN ✦

Target one adjacent enemy

🚫 :POISON ☠

Explosive Blitz

1

Attack ⚔ 2

Range 🏹 4 •

🔥

⚡ 2

19

👣 2

Move 👣 3 •

If you opened a door during the movement, perform

STUN ✦

Target all enemies within Range 🏹 3

1

❌

088

The Big One

1

Attack ⚔ 3

Range 🏹 2

🔥 🌿 **1**

2

37

2
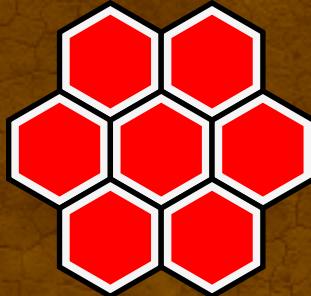
Move 👣 3 •

• • • • • • • • • •

Destroy one adjacent obstacle.
If you do, gain **1** and perform

BLESS ◈

Self

089

One-Two Punch

1

Attack ⚔ 2 •

. . . .

Attack ⚔ 1 •

Add PUSH ⟿ 2, MUDDLE ❓ and gain **1** if this attack targets the same enemy as the previous Attack ability.

⚔ 2

66

🏹 2

Attack ⚔ 1

Loot 🎁 1

090

Rubble

Designate one hex within Range ⟡ 3 containing a destruction token. All allies and enemies in or adjacent to that hex suffer 2 damage.

🍃 ⭐1

⚔ 2

55

🦶 2

Move 🦶 2 ●

Create one 2-damage trap in an adjacent empty hex containing a destruction token.

091

Level
X

Attack ⚔ 3 •

Add +3 Attack ⚔ and gain **1** if the target is an objective.

⚔ 2

61

🏹 2

Add +1 Attack ⚔ to all your melee attacks this round.

092

Lobbed Charge

1

Create one 3-damage MUDDLE ⬦**?** trap in an empty hex within Range ⤢ 3.

🔥

⚔ 2

🦶 2

52

Move 🦶 4 •

· · · · · · · · · ·

Designate one adjacent enemy. If each hex of the movement brought your closer to that enemy, perform

Attack ⚔ X

1

PUSH ⟫ 2

targeting that enemy, where X is the number of hexes you moved.